What is claimed is:

1.   An image processing device comprising:

a decoder for decoding compressed image data representing sprite patterns so as to restore original sprite pattern data;

a write controller for writing the sprite pattern data into a first storage;

a read controller for reading the sprite pattern data from the first storage;

a processing controller for performing prescribed processing on the sprite pattern data read from the first storage and for writing processed data into a second storage as display data; and

a display controller for reading the display data from the second storage so as to output the read display data to a display,

wherein the write controller and the read controller perform write and read controls on the first storage to serve as a first-in-first-out memory.

2.   An image processing device comprising:

a memory for storing compressed image data representing sprite patterns;

a sprite attribute table for storing sprite attribute data representing attributes of the sprite patterns;

a decoder for reading the compressed image data from the memory and for decoding the read compressed image data to restore original sprite pattern data before compression with reference to the sprite attribute data stored in the sprite attribute table;

a write controller for writing the sprite pattern data into a first storage;

a read controller for reading the sprite pattern data from the first storage;

a processing controller for performing prescribed processing on the sprite pattern data read from the first storage based on the sprite attribute data and for writing processed data into a second storage as display data; and

a display controller for reading the display data from the second storage so as to output the read display data to a display,

wherein the write controller and the read controller perform write and read controls on the first storage to server as a first-in-first-out memory.

3.   An image processing device according to claim 1, wherein the prescribed processing correspond to rendering actualizing at least one of magnification, reduction, rotation, and deformation with respect to the sprite pattern data.

4.   An image processing device according to claim 2, wherein the prescribed processing correspond to rendering actualizing at least one of magnification, reduction, rotation, and deformation with respect to the sprite pattern data.

5.   An image processing method comprising the steps of:

reading the compressed image data representing sprite patterns from a memory;

decoding the compressed image data to restore original sprite pattern data before compression with reference to sprite attribute data representing attributes of the sprite patterns;

writing the sprite pattern data into a first storage serving as a first-in-first-out memory;

reading the sprite pattern data from the first storage;

performing prescribed processing on the sprite pattern data read from the first storage based on the sprite attribute data;

writing processed data into a second storage as display data; and

reading the display data from the second storage so as to output the read display data to a display.

6.   An image processing device comprising:

a decoder for decoding compressed image data representing sprite patterns so as to restore original sprite pattern data before compression;

a write controller for writing the sprite pattern data into a first storage;

a read controller for reading the sprite pattern data from the first storage;

a processing controller for performing prescribed processing on the sprite pattern data read from the first storage and for writing processed data into a second storage as display data; and

a display controller for reading the display data from the second storage so as to output the read display data to a display,

wherein the display controller realizes synchronization such that a timing for writing the sprite pattern data into the first storage is synchronized with a timing for reading the display data from the second storage.

7.   An image processing device comprising:

a memory for storing compressed image data representing sprite patterns;

a sprite attribute table for storing sprite attribute data representing attributes of the sprite patterns;

a decoder for reading the compressed image data from the memory and for

decoding them to restore original sprite pattern data before compression with reference to the sprite attribute data stored in the sprite attribute table;

a write controller for writing the sprite pattern data into a first storage;

a read controller for reading the sprite pattern data from the first storage;

a processing controller for performing prescribed processing on the sprite pattern data based on the sprite attribute data and for writing processed data into a second storage as display data; and

a display controller for reading the display data from the second storage so as to output the read display data to a display,

wherein the display controller realizes synchronization such that a timing for writing the sprite pattern data into the first storage is synchronized with a timing for reading the display data from the second storage.

8. An image processing device according to claim 6, wherein in a time period in which the sprite pattern data are not written into the first storage, the display controller starts to read the display data from the second storage at a timing that allows the display data of one line to be read out and that is counted backwardly from a start timing of a horizontal display period of the display.

9. An image processing device according to claim 7, wherein in a time period in which the sprite pattern data are not written into the first storage, the display controller starts to read the display data from the second storage at a timing that allows the display data of one line to be read out and that is counted backwardly from a start timing of a horizontal display period of the display.

10.   An image processing device according to claim 6, wherein the prescribed processing correspond to rendering actualizing at least one of magnification, reduction, rotation, and deformation with respect to the sprite pattern data.

11.   An image processing device according to claim 7, wherein the prescribed processing correspond to rendering actualizing at least one of magnification, reduction, rotation, and deformation with respect to the sprite pattern data.

12.   An image processing method comprising the steps of:

reading compressed image data representing sprite patterns from a memory;

decoding the compressed image data to restore original sprite pattern data before compression with reference to sprite attribute data representing attributes of the sprite patterns;

writing the sprite pattern data into a first storage;

reading the sprite pattern data from the first storage;

performing prescribed processing on the sprite pattern data based on the sprite attribute data;

writing processed data into a second storage as display data; and

reading the display data from the second storage so as to output the read display data to a display,

wherein a timing for writing the sprite pattern data into the first storage is synchronized with a timing for reading the display data from the second storage.